

GAME BOY ADVANCE

Disney · PIXAR

FINDING NEMO



INSTRUCTION BOOKLET

AGB-AZIE-USA

THQ

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE

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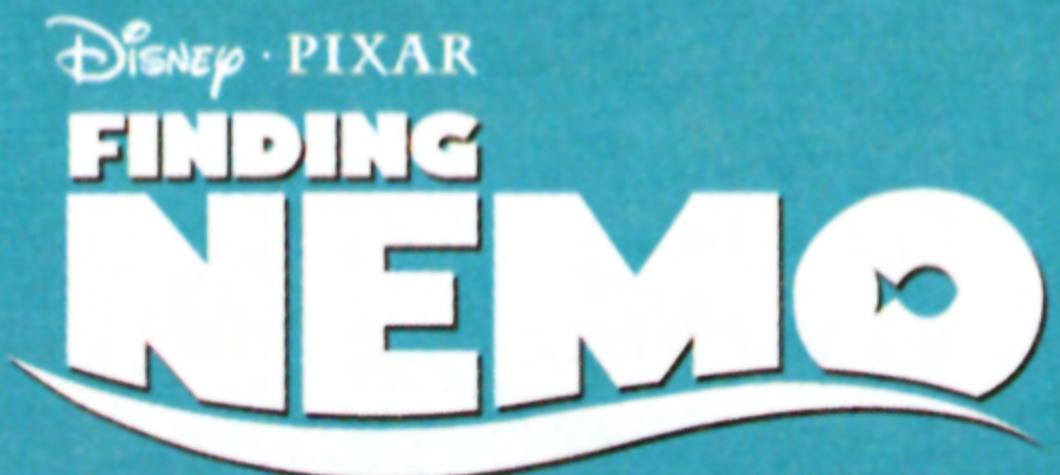


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**THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.**

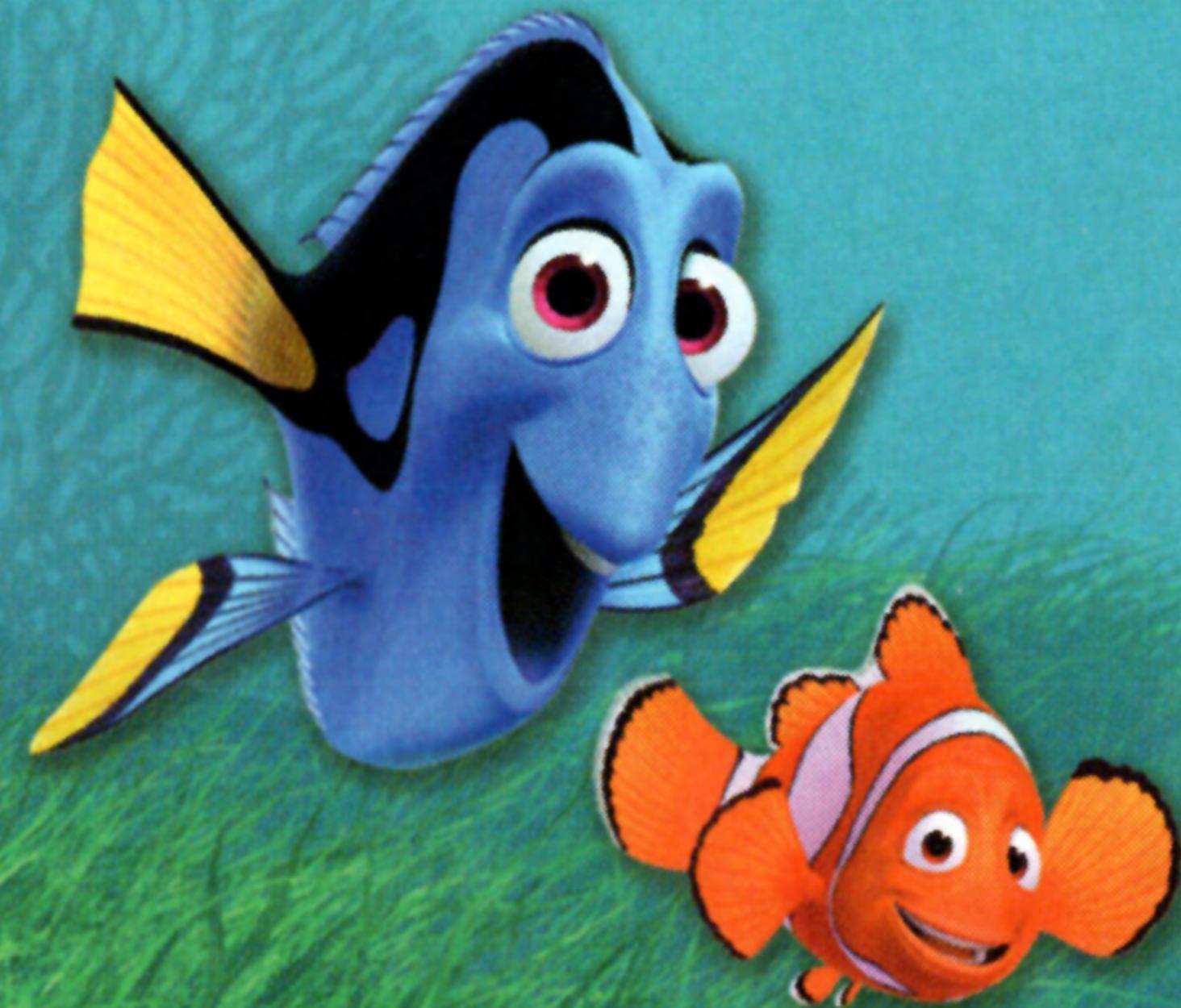
TABLE OF CONTENTS



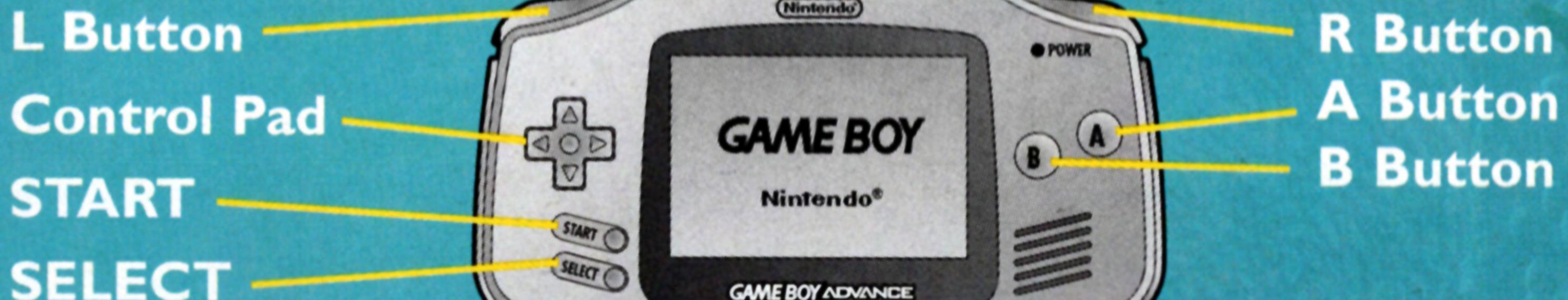
Getting Started	2
Controls	3
Life Under the Sea	5
Main Menu	6
The Game Screen	7
Game Levels	8
First Day	8
Drop-Off Part I & 2	9
Meeting Dory	10
Minefield Part I, 2 & 3	11
Aquarium	11
Abyss Part I & 2	12
Aquarium Training	14
Jellyfish Forest Part I & 2	15
Filter Block	15
Turtle Drive	16
Treatment Plant Part I & 2	17
Finding Father Part I & 2	17
Dory's Memory Game	18
Continuing	19
Notes	20
Credits	22
THQ Limited Warranty	30

GETTING STARTED

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of ***Disney/Pixar Finding Nemo*** into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The legal and logo screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.



CONTROLS



BUTTON COMMAND

Control Pad UP/DOWN/LEFT/RIGHT

A Button

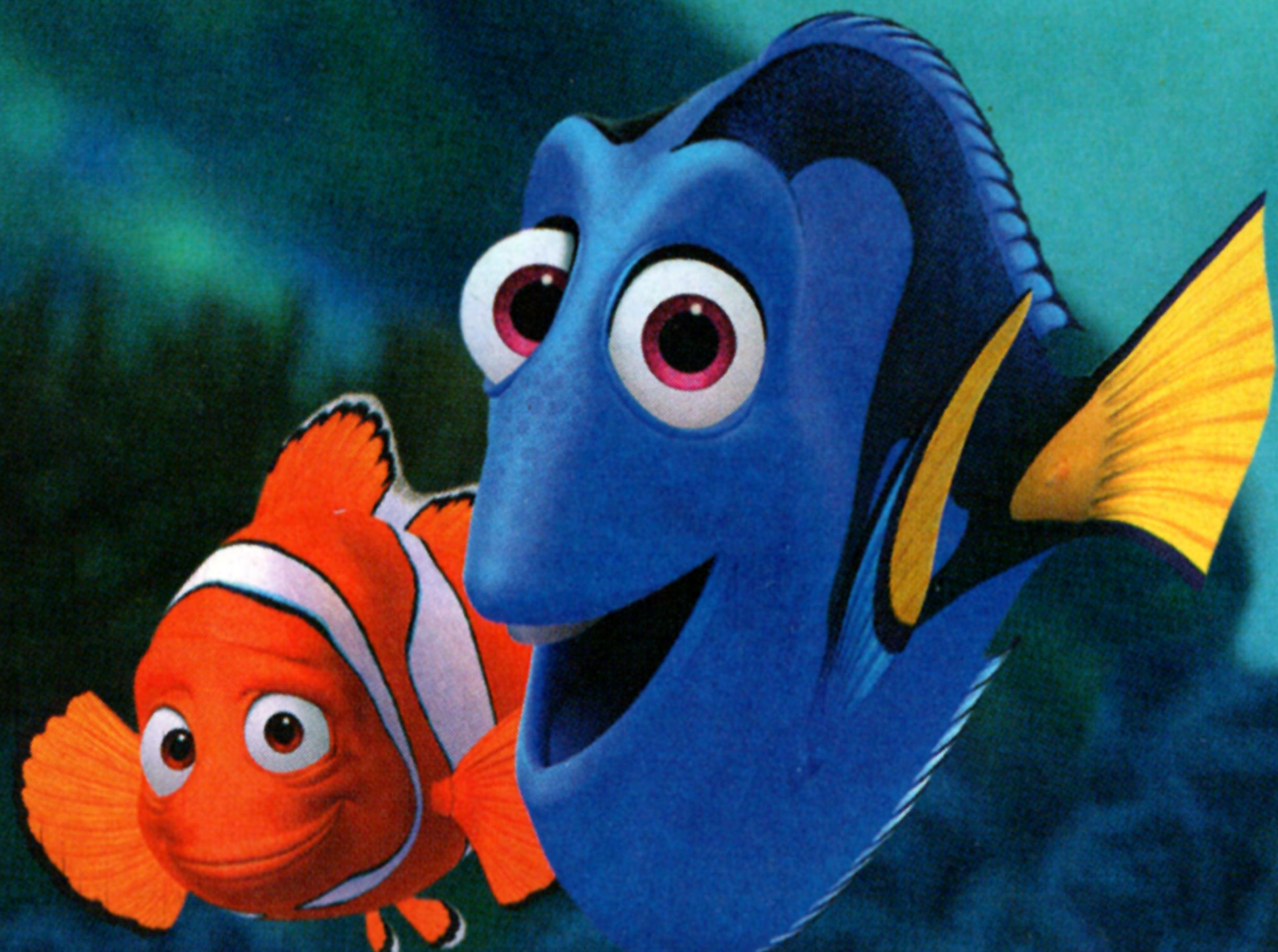
B Button

ACTION

Highlight menu selection
Swim in direction pressed

Confirm menu selection
Dart (swim quickly)

Return to previous menu
Tail Whack
Pick Up Item
Talk to other characters



LIFE UNDER THE SEA

5

Welcome to the Great Barrier Reef! Experience life as a fish as you swim through twelve different levels. Play as Marlin and Nemo and interact with some of your favorite characters from the movie, like Dory, the Regal Blue Tang fish, and Crush, the sea turtle.

MAIN MENU

You will have two choices on the Main Menu. NEW GAME and PASSWORD. New Game will allow you to start a new adventure in the Great Barrier Reef. PASSWORD will allow you to enter a password to pick up where you left off last time. Once you enter the PASSWORD, you will be

allowed to select the

level where you left off, or any previous level you have already completed. Use the Control Pad to select a level, then press the A Button to enter that level.



THE GAME SCREEN

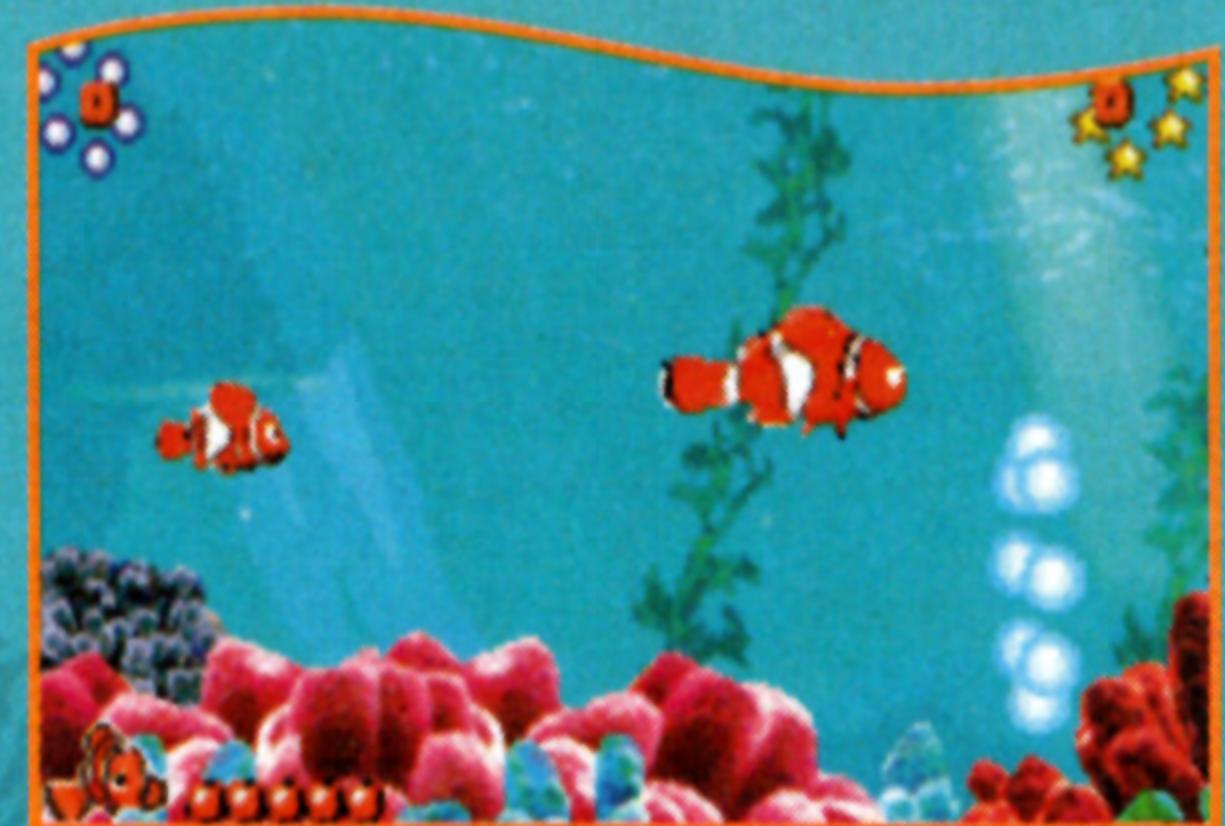
7



GAME LEVELS

First Day

It's time for Nemo's first day of school. Marlin leads Nemo off to school while teaching him the skills he will need later in the game. Swim through the bubble rings, collect the star rings, and move past the simple obstacles on this first level.



GAME LEVELS

9



Gaining Health

Along their adventure, running into obstacles and other creatures will injure Nemo and Marlin. Rubbing up against a Sea Anemone will help heal them.

Drop-Off Part I & 2

Nemo must explore the reef and try to find the other members of his class. After finding them, the class heads for the Drop-Off. One of Nemo's classmates dares him to go touch the boat that they can see. Marlin tries to stop Nemo, but he's too late!



GAME LEVELS



Star Rings

Along the way, you will run into many star rings. Swim through them to collect them. Collecting star rings will allow you to play Dory's memory game at the end of the level.

Meeting Dory

A diver has captured Nemo, and Marlin is determined to find him. Along the way, Marlin meets up with Dory, a Regal Blue Tang fish. Dory knows where the boat went and she agrees to show Marlin the way. You must follow Dory and try to keep up with her, or she will get away from Marlin. Collect the bubble rings while pressing the A Button to dart ahead and keep up with the much faster Dory.



GAME LEVELS



Minefield Part 1, 2 & 3 - Part 1 & 2

Marlin and Dory meet up with Bruce the shark in this level. He invites them to a party, but they have to make it through a minefield to reach the party. Look out for the mines as you move about to collect the bubble rings. Once you make it to the submarine, you need to explore the submarine to find the “big-eyed” fish.



Help

As you move through the levels, you will encounter other characters that have something to tell you. When you swim by these characters, a little word balloon will appear. Press the B Button to talk to them.

GAME LEVELS

Part 3

Bruce the shark seemed like a really nice guy, but he has a sudden taste for fish. Marlin will have to avoid the metal debris as Bruce chases him through the submarine!



Aquarium

The last thing Nemo remembers, he was swimming down from the boat. Now he finds himself in a strange environment – an aquarium in a dentist's office! Nemo must search the aquarium to find each member of the Tank Gang.



GAME LEVELS

13

Abyss Parts 1 & 2 - Part 1

Marlin and Dory descend into the abyss to try and find the mask. Be careful because undertow and powerful currents push and pull Marlin in different directions. Collect the bubble rings and avoid the hazards of the deep ocean on your way to the bottom.



Oysters

Some of the pathways in the game will be blocked by open oysters. To get past these obstacles, look for the pearl that is sure to be nearby. Pick up the pearl by pressing the B Button. Hold the B Button and swim towards the oyster. Once you are close, release the B Button and the pearl will fall and come to rest in the oyster. This will close the oyster and allow you to pass.

GAME LEVELS

Part 2

It's up to Marlin to keep the anglerfish's attention while Dory tries to read what is written on the mask. Once all of the words have been read, Marlin and Dory can continue their quest to find Nemo.



Aquarium Training

Nemo has to find some way to escape the aquarium that holds him captive. Training with the other members of the Tank Gang will give Nemo the skills he needs to free himself.



GAME LEVELS

15

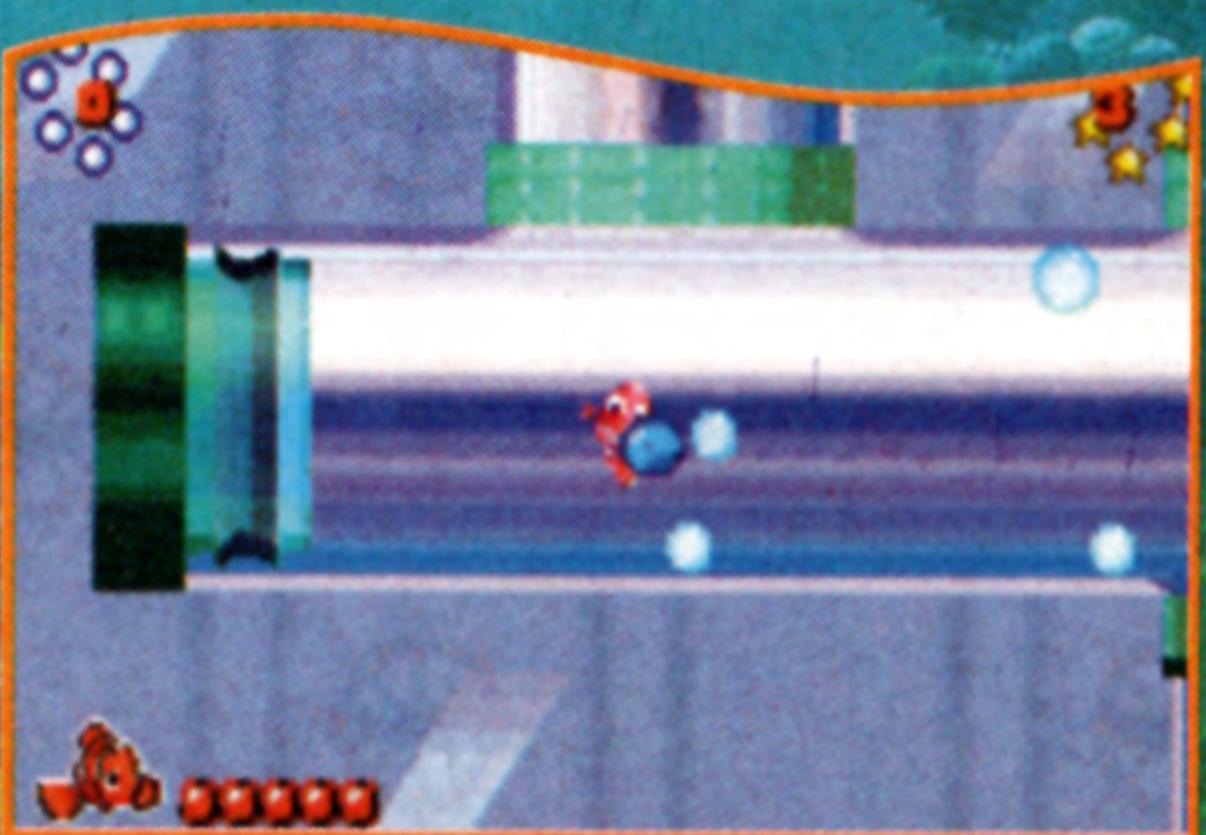
Jellyfish Forest Part 1 & 2

This level starts out with Marlin and Dory racing through throngs of jellyfish. Marlin can bounce off parts of the jellyfish, but you need to watch out for their stinging tentacles. After escaping from the Jellyfish Forest, Marlin discovers that Dory is trapped back in the mass of jellyfish and must return to the Jellyfish Forest to free her!



Filter Block

The Tank Gang's daring escape plan hinges around the filter. They need to block it in order to escape. It is up to Nemo to pick up a pebble and drop it into the filter. Watch out for the filter currents that will push Nemo in other directions!



GAME LEVELS



Help Points

Help points that give the player info or help are represented by a school of moonfish in the shape of a question mark.

Turtle Drive

Marlin wakes up after the Jellyfish Forest and finds himself riding the East Australian Current with a bunch of sea turtles. There he meets Crush and the legend of the super fish begins to grow. In this level, Marlin must keep up with Crush or be left behind. Press the A Button and look for bubble rings to keep up with the much faster Crush.

Try not to run into the other turtles as they will only slow you down.



GAME LEVELS

17

Treatment Plant Part I & 2

Nemo escapes into the spit tub in the dentist's office and ends up in the water treatment plant. Nemo must make his way out of the pipes. Quickly maneuver past hazards while Nemo collects the bubble rings. Once Nemo reaches the end of the pipes, he needs to trigger valves to change the current and exit the system.



Finding Father Part I & 2

After escaping from the treatment plant, Nemo tries to find his father. He meets up with Dory who knows where Marlin is. Follow Dory to find him.

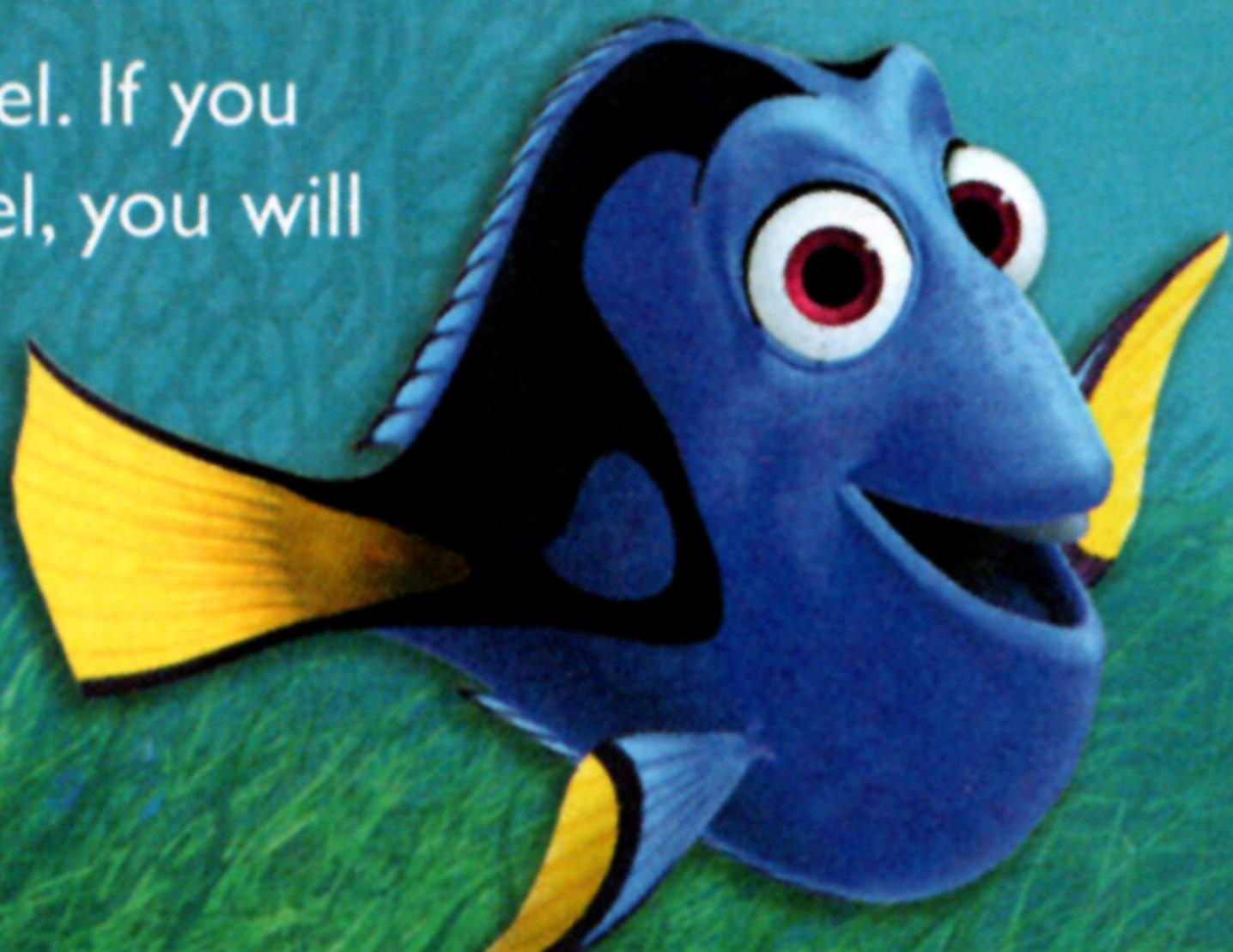


DORY'S MEMORY GAME

After each level, you will have an opportunity to play Dory's Memory Game to uncover bonus pictures. If you select a set of matching cards, a section of the picture will be revealed. The amount of turns you have depends on how many Star Rings you have been able to collect during the level.

There will be a picture for each level. If you don't unlock the picture after a level, you will have to replay the level and recollect stars to try again.

After a picture has been completely uncovered, it can be viewed from the gallery.



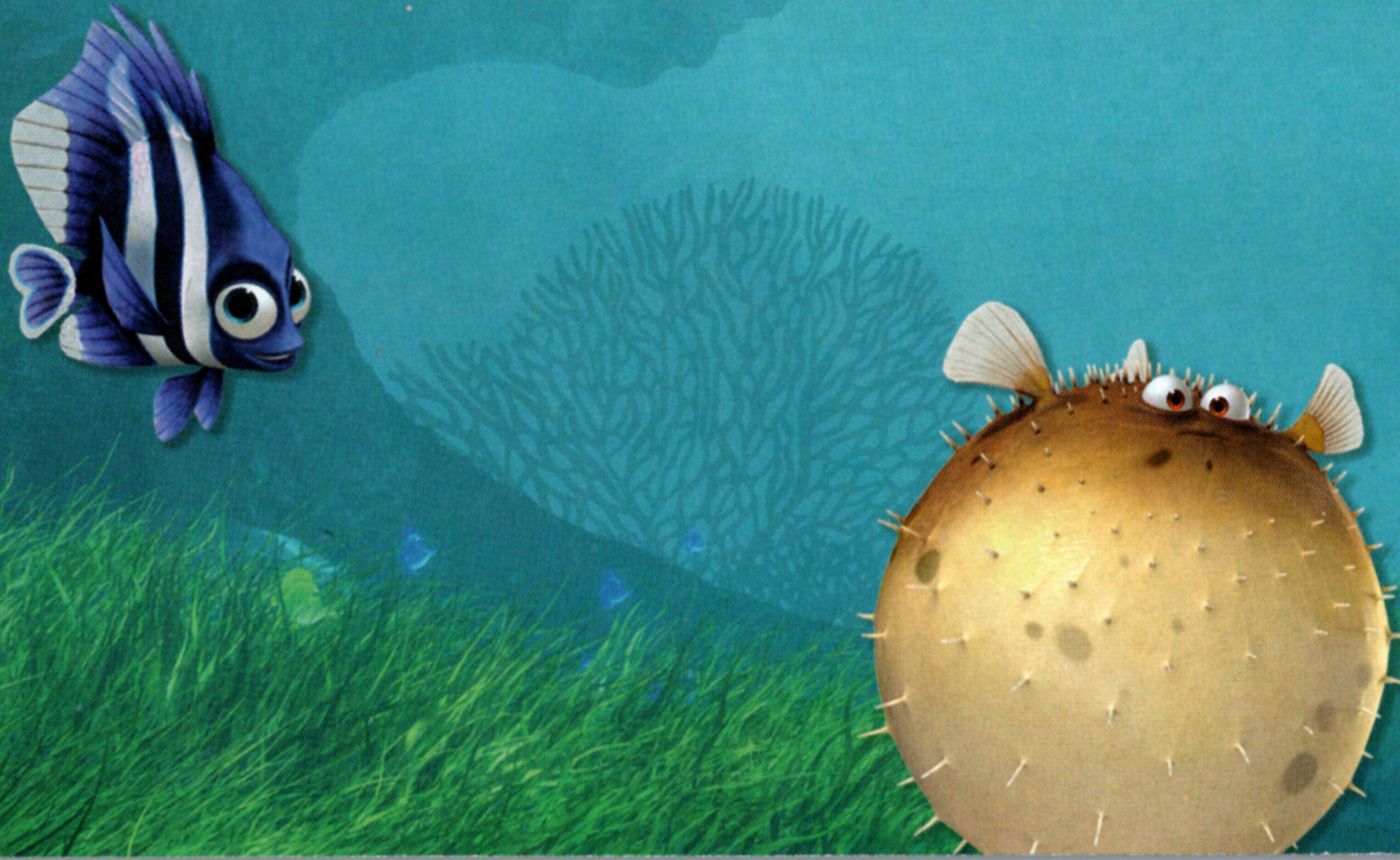
CONTINUING

At the end of each level, you will be given a password. Write this password down! This will allow you to continue the game from the same place you left off! The next time you turn it on, select PASSWORD from the Main Menu and enter your password. If correct, you will return to the level select screen, where you left off. If incorrect, you will have to correct the password and try again.



20

NOTES



NOTES

21



CREDITS

Developed by
Vicarious Visions Inc.

www.vvisions.com

CEO/ Chief Creative Officer

Karthik Bala

VP Product Development

Tobi Saulnier

Project Manager

Craig Derrick

Designer

Jonathan Russell

Design Support

Luis Barriga

Programming

Robert Trevellyan

Chris Pruett

Matt Conte

Sunbir Gill

Brian Sox

Art

Sean Murphy

Jason Harlow

Yin Zhang

Alissa Cattabriga

Chongguang Zhang

Animation

Kaan Kayinoglu

Soundtrack

Shin'en Multimedia

Testers

Zach Davis

Trevor Davis

Courtney Denue

Tyler Hickey

George Karathomas

Ryan Kilgallon

David Knouer

Emily Knouer

Matt Mazzella

Madeline Roy

Ben Roy

Erik Stegmann

Tom Wainwright

Special Thanks

Jorge Diaz

Robyn Poirier

Tim Stellmach

Green Hat



CREDITS

23

THQ INC.

Executive Producer

Duncan Kershaw

Production Support

Emerson Escobar

Karlo Kilayko

Stephen Jarret

Vice President - Product Development

Philip Holt

Executive Vice President - Worldwide Studios

Jack Sorensen

Quality Assurance Senior Tester

Mark Vance

Quality Assurance Testers

Alessandro Cerff

David Langeliers

Shirly Alovera

1st Party Submission Specialist

Evan Icenbice

Ian Sedensky

Keith Michaelis

1st Party Testers

Adam Affrunti

Joe Lerman

Scott Ritchie

Quality Assurance Technician

Mario Waibel

Quality Assurance Database Administrator

Jason Roberts

Quality Assurance Manager

Monica Vallejo

Director of Quality Assurance

Jeremy S. Barnes

Senior Vice President - Worldwide Marketing

Peter Dille

Group Marketing Manager

Alison Quirion

Senior Product Manager

Trent Hershenson

Associate Product Manager

David Kim

Director of Creative Services

Howard Liebeskind

Senior Manager, Creative Services

Kathy Helgason

Creative Services Manager

Kirk Somdal

Web Designers

Gordon Madison

Ricardo Fischer

Web Programmer

Jack Suzuki

CREDITS

Instruction Manual

Keith Kolmos

Director of Business Development

Dan Kelly

Package and Manual Design

Price Design Team

THQ INTERNATIONAL**Head of Brand Management**

Michael Pattison

Brand Manager

Jennifer Wyatt

Associate Brand Manager

Darren Williams

Director of Localization

Susanne Dieck

Localization

Bernd Kuertz

Heather Leonard

Special Thanks

Leslie Brown

Julian Brummitt

Brandy A. Carrillo

Brian Farrell

Germaine Gioia

Dave Hoffman

Colleen Kershaw

Alison Locke

Kathy Mendoza

Stacey Mendoza

Lupe Ocaranza

Liz Pieri

Paul Rivas

Natalie Roberts

Terri Schiek

Lisa White

PIXAR CREDITS**Director**

Andrew Stanton

Co Director

Lee Unkrich

Producer

Graham Walters

Production Designer

Ralph Eggleston

Director of Photography

Sharon Calahan

Art Director

Ricky Vega Nierva

Creative Resources Manager

Michele Spane

Creative Resources**Coordinator**

Anne Barson

CREDITS

25

Creative Resources Project Manager

Leeann Alameda

Creative Resources Production Assistant

Shannon Brown

Creative Resources Artist

Ben Butcher

Lead Technical Director

Clay Welch

Story/Script Manager

Blake Tucker

Art Department Coordinator

Bert Berry

Special Thanks

Paul Cichocki

DISNEY INTERACTIVE

Senior Producer

Peter Wyse

Associate Producer

Pat Larkin

V.P., Product Development, Console

Dan Winters

Director of Marketing

Bob Picunko

Marketing Manager

Nichol Bradford

Promotions and Synergy Manager

Deborah Lawson

Special Thanks

Sanae Barber

John Blas

Ryan Fons

Michelle Goldman

Tom Kier

Susan Lambert

Eitan Levine

Sasha Lord

Georgia O'Conner

Jack Pan

Jeff Powers

Luigi Priore

John Rito

Fred Tio

Dave Wong

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A large image of the characters Mike Wazowski and Sulley from the movie Monsters, Inc. Mike is in the foreground, smiling with his single large eye and green skin. Sulley is behind him, looking slightly to the side with his blue fur and horns. The background is dark and textured.

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Comic Mischief

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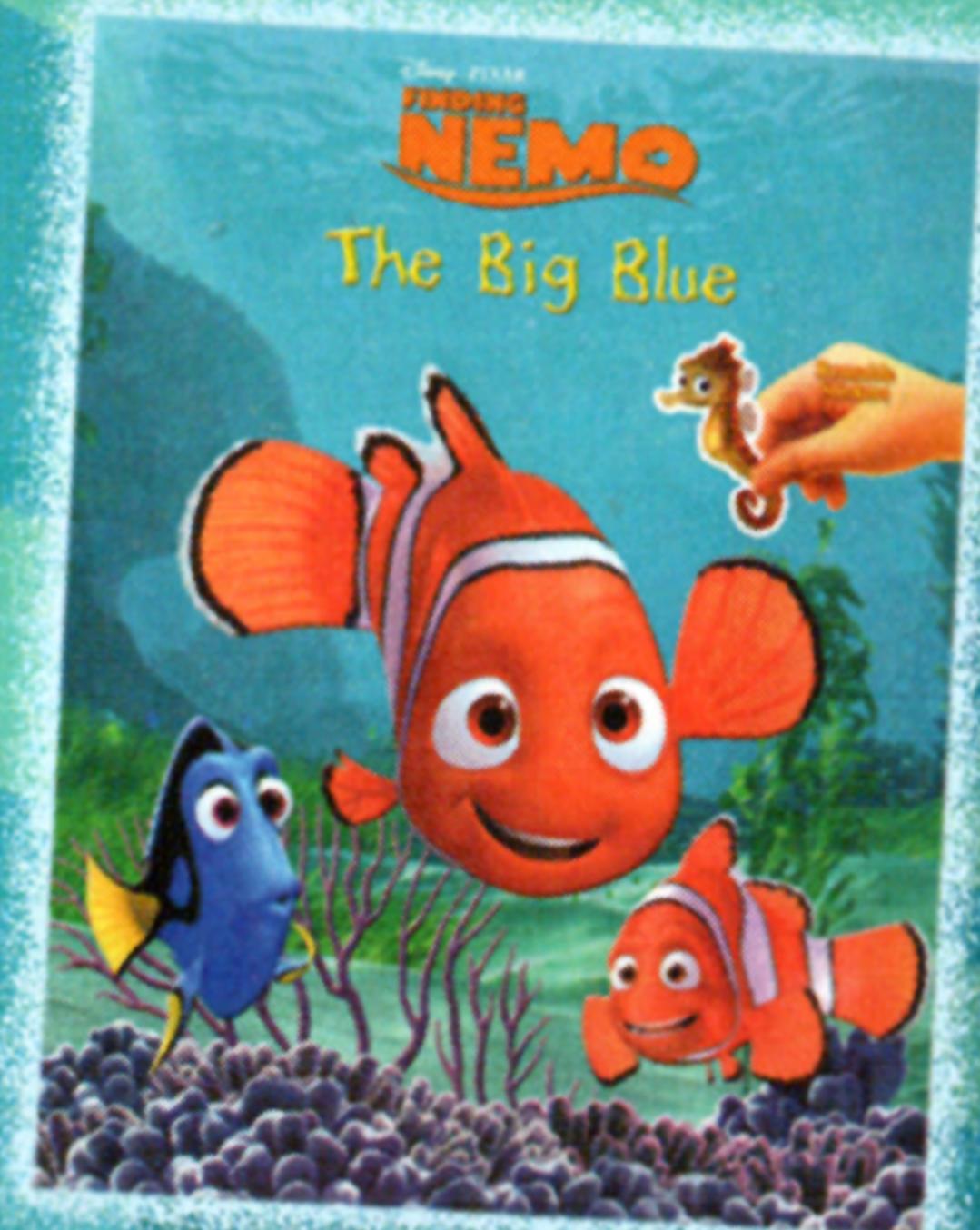
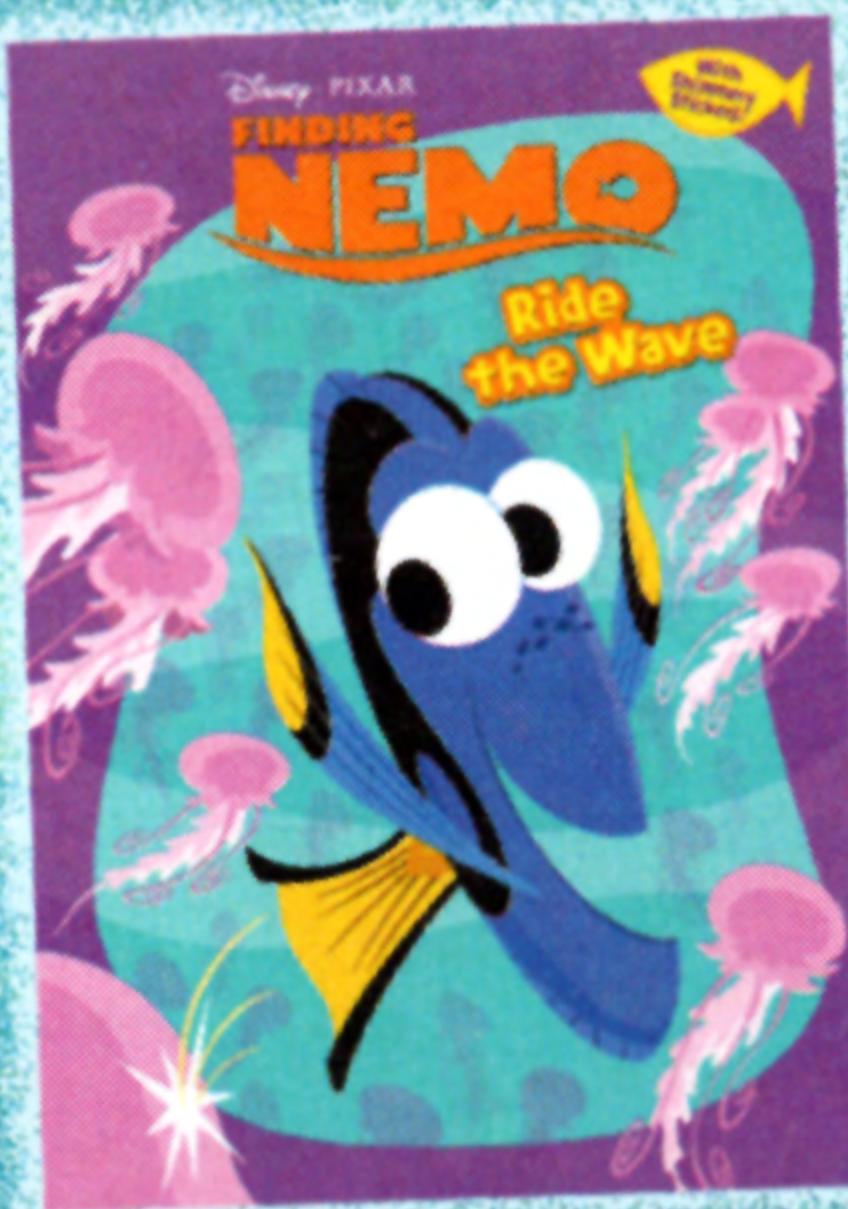
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31

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